




Richard Garriott ✓
@RichardGarriott



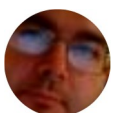
One cycle Ultima & Wing Commander has like 6 disks each, caused high cost & failure rates. Maps ALWAYS \$2 each.

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 **BardsTale** @BardsTale · 1 nov. 2016
En respuesta a @RichardGarriott
@C64Television @UDIC what did it cost to produce them? Read somewhere origin had cashflow probs b/c of high game disk costs

11:35 a. m. · 1 nov. 2016 · Twitter for iPhone

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lonadar @lonadar · 1 nov. 2016
En respuesta a @RichardGarriott
[@bardstale](#) I worked at Sony DADC (in Defect Analysis) when they were producing joint U6/WC discs...



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remember the dreaded first install of a freshly bought game. Listened to the floppy drive doing its thing in agony



Personas relevantes



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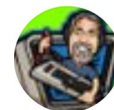
Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of [@ExplorersClub](#); Married to [@LaetitiaGdC](#); Join me in [#SotA!](#)



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